A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting Capcom's Gold Medal Challenge '92, the latest addition to Capcom's library of titles. Following such hits as Mega Man IV, Capcom's Gold Medal Challenge '92 continues the tradition of action-packed family oriented games for the Nintendo Entertainment System.

Capcom's Gold Medal Challenge '92 features colorful state-of-the-art high resolution graphics and battery backed RAM. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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ADVISORY

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in an everyday environment. These persons may experience seizures while watching certain kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetectable epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muse or twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.
SAFETY PRECAUTIONS

Follow these suggestions to keep your **Capcom's Gold Medal Challenge '92** Game Pak in perfect operating condition.

1. **DO NOT** subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. **DO NOT** touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. **DO NOT** try to disassemble your Game Pak.

4. **DO NOT** let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

**WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!**

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged. Video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on head or press it. If you are projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by defect in the NES or NES games; other head or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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GETTING STARTED

1. Insert your **Capcom's Gold Medal Challenge '92** Game Pak into your Nintendo Entertainment System and turn it on.

2. When the title screen appears, you press the START button to begin the game.

3. When the next screen appears, you will be given three options: WORLD TOURNAMENT, TRAINING and TOTAL RECORD. Press the control pad up or down to highlight World Tournament and press the A button. (For an explanation of the Training option please read the section entitled, Using the Training Option. For an explanation of the Total Record option please read the section entitled Using the Total Record Option.)

4. The next screen allows you to choose the number of players who are going to participate. Move the control pad left or right until the correct number of players is displayed and then press the A button. Up to eight players can compete at against each other. After you have selected the
GETTING STATED

number of players, each player must choose their country. Move the control pad left or right to highlight the country you wish to represent and press the A button. After all players have selected a country, the Backup Data screen will appear.

5. The next screen asks you which file number you wish to save your records to. After the completion of each event in Capcom’s Gold Medal Challenge ’92, the Game Pak will automatically save your records to the file you select. Press the control pad up or down to highlight FILE #1 or FILE #2 and press the A button. After you have selected your backup file, the first event will begin.

6. To end the game at any time, simply turn your Nintendo Entertainment System off and remove your Game Pak.

LET THE GAMES BEGIN.

As each event begins, you will be given the option of viewing your earlier training scores by highlighting the RECORD option and pressing the A button. If you want to go directly to the event, simply highlight the START option and press the A button. The screen will display which countries are about to compete in the event.
SUMMARY OF EVENTS AND CONTROLS

TRACK EVENTS

100 Meter Dash and 100 Meter Relay

Repeatedly press the A and B buttons to build up your runner’s speed. When the starter’s gun sounds, press up on the control pad to leave the starting blocks. Keep on pressing the A and B buttons as fast as you can to increase your runner’s speed.

*Speed is everything!*
SUMMARY OF EVENTS AND CONTROLS (cont.)

110 Meter Hurdles

As your runner enters the starting blocks, repeatedly press the A and B buttons to build up his speed. When the starter's gun sounds, press up on the control pad to leave the starting blocks. Keep on pressing the A and B buttons as fast as you can to increase your runner's speed. When you want to jump over a hurdle, press up on the control pad and your runner will attempt to leap over a hurdle.

*Timing is everything in the hurdles. If you knock down one hurdle, you probably have lost the race.*

SUMMARY OF EVENTS AND CONTROLS (cont.)

MARATHON

The marathon is a test of skill and endurance over a 42 kilometer course. Unlike the other events in this game, the marathon does not require you to push buttons to make your player perform. Instead, this marathon tests your ability to plot a racing strategy over the entire 6 legs of the course.

Each runner is given the same amount of energy to run the race. It is up to each runner to determine how fast he will run during each of the 6 legs of the race.

Each leg of the race is run over a different terrain. As each leg of the race begins, the screen will show two different views of the race course. The Top View shows the overall distance of each of the legs of the course. The Side
SUMMARY OF EVENTS AND CONTROLS (cont.)

View shows the hills and valleys the runner's must climb and descend. As the race progresses, each runner's position will be indicated on these maps with a different color marker. These markers will aid the player in selecting the proper speed for the road ahead.

As each leg of the race begins, each player will be asked to set the speed of their runner. Press the control pad left or right to increase or decrease the overall speed of your runner and press the A button to set it. After all the runners have set their speed, the race will automatically be run and will be given television reports about the status of all the runners.

Running up hills at top speed is a quick way to lose all your strength.

SUMMARY OF EVENTS AND CONTROLS (cont.)

FIELD EVENTS

Long Jump

Build up your speed by pressing the A and B buttons. When you are ready to begin down the runway, push up on the control pad. Continue pressing the A and B buttons as fast as you can to increase your runner's speed.

Just before your runner reaches the foul line, press up on your control pad. The longer you hold the controller up, the greater the angle of the jump. The angle of the jump is shown in the lower right-hand corner of the screen. Stop pressing up on the control pad when you reach the desired jumping angle.

Go for extra distance by pressing A and B while in mid-air!
Javelin Throw

Repeatedly press the A and B buttons to build up your speed. When you are ready to begin down the runway, push up on the control pad. Continue pressing the A and B buttons as fast as you can to increase your player's speed.

Your thrower needs to take a few steps before he release his javelin, so press up on your control pad before he gets to the foul line. Continue pressing up on the control pad to set the angle of the throw. The angle of the throw is shown in the lower right-hand corner of the screen. Stop pressing up on the control pad when you reach the desired throwing angle and watch your javelin fly!

\[ \text{SPEED} + \text{ANGLE} = \text{DISTANCE}. \]

Triple Jump

When the whistle sounds, repeatedly press the A and B buttons to build up your speed. When you are ready to begin down the runway, push up on the control pad. Continue pressing the A and B buttons as fast as you can to increase your runner's speed.

When your runner reaches the foul line, press up on your control pad. The longer you hold the controller up, the greater the angle of his jump. The angle of the jump is shown in the lower right-hand corner of the screen. Stop pressing up on the control pad when you reach the desired jumping angle.

As your runner lands back on the runway, push up on the control pad to begin your second jump. Set the desired jumping angle again. As the runner lands on the runway for the final jump, push up on the control pad to set the final jumping angle.

Two low jumps to begin with can help maximize distance.
SUMMARY OF EVENTS AND CONTROLS (cont.)

Shot Put

Repeatedly press the A and B buttons to build up your power. When you think your power is at its maximum, push up on the control pad to begin your throw.

As your athlete reaches the end of the shot put circle, press up on the control pad. The longer you hold the controller up, the greater the angle of the throw. The angle of the throw is shown in the lower right-hand corner of the screen. Stop pressing up on the control pad when you reach the desired throwing angle.

Don’t be discouraged by short throws; power is the key to world records.

SUMMARY OF EVENTS AND CONTROLS (cont.)

High Jump

Before you attempt your jump, the player must set the height of the crossbar. Push the control pad up or down to raise or lower the height of the bar. When you have the bar at the height you wish, press the A button.

When you are ready, rapidly press the A and B buttons to build up your speed. Push up on the control pad when you are ready to speed down the runway. Continue pressing the A and B buttons as fast as you can to increase your runner's speed.

As your runner reaches the crossbar, press up on the control pad once to begin your jump. At the height of your jump, press up on the control pad again to kick your feet over the crossbar.

A great jump won’t do you any good unless you can kick your feet over the bar!
INDOOR EVENTS

Weightlifting

Before you attempt your lift, the player must set the amount of weight you wish to lift. Push the control pad up or down to raise or lower the amount of weight. When you have the weight you wish to attempt, press the A button and an arrow will be placed on the power bar. The arrow indicates how much power you must have to lift the weight.

Repeatedly press the A and B buttons to build your power past the arrow and then push up on the control pad to begin the lift. You must continue pressing the A and B buttons as fast as you can to keep your power up until the bell sounds. If your power level falls below the point indicated by the arrow, your weightlifter will drop the weight.

Power is everything!

Vaulting Horse

The vaulting horse requires each gymnast to do a move on her takeoff from the springboard and then do other moves as she pushes off from the vaulting horse. Gymnasts are scored on grace and difficulty of their routine.

Repeatedly press the A and B buttons to build up your gymnast’s speed. When the bell sounds, push up on your control pad to begin your gymnast down the runway. As she reached the edge of the springboard, you must select your takeoff by using the control pad.

TO DO THIS:  DO THIS:
Hand Spring  Press Right or Up.
(Low Difficulty)
Twist and Hand Spring  Press Left or Down.
(High Difficulty)
SUMMARY OF EVENTS AND CONTROLS (cont.)

If you have timed your jump from the springboard correctly, your gymnast will leap towards the vaulting horse. As your gymnast reaches the horse, you must select your next move by using the control pad. The types of moves you can do as you vault depends on your takeoff.

If you did a Hand Spring, you can do any of the following moves.

TO DO THIS MOVE:

- **Forward somersault**
  - Medium Difficulty
- **Backward somersault**
  - Medium Difficulty

DO THIS:

- Turn over forward
  - Low Difficulty
  - **Don’t press anything.**
- **Forward somersault**
  - Medium Difficulty
  - Press Right or Up.
- **Backward somersault**
  - Medium Difficulty
  - Press Left or Down.

SUMMARY OF EVENTS AND CONTROLS (cont.)

If you did a Twist and a Hand Spring, you can do any of the following moves.

TO DO THIS MOVE:

- **Forward twist**
  - Low Difficulty
  - **Don’t press anything.**
- **Backward somersault w/ twist**
  - Medium Difficulty
  - Press Right or Up.
- **Moon somersault w/ twist**
  - Medium Difficulty
  - Press Left or Down.

The faster you press the A and B buttons, the more somersaults or twist you can do while in mid-air. But be careful not to do too many or you’ll end up landing on your head!

*Planning makes perfect!*
SWIMMING EVENTS

100 Meter Breast, 100 Meter Butterfly,
100 Meter Freestyle and 200 Meter Medley.

As your swimmer gets set to dive into the water, rapidly press the A and B buttons to build up your speed. When the starter’s gun sounds, press up on the control pad to leave the starting blocks.

As your swimmer enters the water, you can press down on the control pad and the A button to swim a stroke underwater. When you wish your swimmer to move to the surface, push up on the control pad and your player will rise to the surface. Keep pressing the A button as your swimmer’s arms enter the water to maintain a smooth and rhythmic stroke.

SUMMARY OF EVENTS AND CONTROLS (cont.)

Your swimmer needs to breathe every couple of strokes or she will drown. The hearts in the lower right-hand corner of the screen tell you how much air your swimmer has left. To take a breath, push down on the control pad while pressing the A button.

Rhythm is the key to speed and breathing is the key to staying afloat.
100 Meter Backstroke

As the swimmer get set to dive into the water, rapidly press the A and B buttons to build up your speed. When the starter’s gun sounds, press up on the control pad to leave the starting blocks.

As your swimmer enters the water, you can press down on the control pad and the A button to swim a stroke underwater. When you wish your swimmer to move to the surface, push up on the control pad and your player will rise to the surface. Keep pressing the A button as your swimmer’s arm enter the water to maintain a smooth and rhythmic stroke.

Your swimmer has an unlimited amount of air during this event, so it is not necessary to take any breaths.

Rhythm is the key to speed.

USING THE TRAINING OPTION.

The training option allows one player to practice any event except the Marathon. When you start the game, you will be presented with three options: WORLD TOURNAMENT, TRAINING and TOTAL RECORD. Press the control pad up or down to highlight TRAINING and press the A button.

When the next screen appears you will be asked to choose the country you wish to represent. Press the control pad left, right, up or down to highlight the country of your choice and press the A button.

The next screen allows you to pick which even you wish to practice. Press the control pad left, right, up or down to highlight the event you wish to practice and press the A button. You will be able to practice the event once and then you will return to the event selection screen. If you wish to return to the main menu, highlight the EXIT option and press the A button.
USING THE TOTAL RECORD OPTION.

The record option allows you to view the world records that have been set so far. When you start the game, you will be presented with three options: WORLD TOURNAMENT, TRAINING and TOTAL RECORD. Press the control pad up or down to highlight TOTAL RECORD and press the A button. When the next screen appears you will have three choices: UNOFFICIAL RECORD, OFFICIAL RECORD and CLEAR SAVED DATA.

The unofficial record option allows you to view the unofficial records that were set in the training mode. The official record option allows you to view records that were set during competition. Press the control pad up or down to highlight, the option you wish to use and then press the A button. Press the control pad left or right to cycle through the various records.

The clear saved data option will erase all the scores and files that are currently stored using the battery backed RAM. Make sure that you wish to erase your data because once it is gone, you can’t get it back.

90-DAY LIMITED WARRANTY

This warranty applies to the CAPCOM U.S.A., Inc. World Record Cartridge, and units purchased by the original consumer. This warranty is valid only for the period starting on the date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, CAPCOM will repair or replace the unit, at its option.

To obtain warranty service:

1. Destroy your defective PAK to the retailer.
2. Notify the CAPCOM Consumer Service Department of the problem no later than 90 days from date of purchase. Call 408-321-0484. Our Consumer Service Department is open from 9:00AM to 5:00PM Pacific Standard Time, Monday through Friday.
3. If your unit is in working order, the retailer will issue you a Return Authorization number. Do not return your unit to CAPCOM U.S.A., Inc. CAPCOM U.S.A., Inc. does not accept returns under this warranty. If your unit is defective, return it to the retailer with the appropriate Return Authorization number. You must return the unit to the retailer for repair or replacement under this warranty. CAPCOM will not accept any unauthorized repairs or replacements made by any other retailer.

This warranty will not apply if the PAK has been damaged by negligence, accident, tampering, or internal or external causes unrelated to the defective materials or craftsmanship.

This warranty gives you specific legal rights, and you may have other rights which may vary from state to state.